

GAMEVERSE

MARVEL

#6

SPIDER-MAN

CITY AT WAR

HOPELESS
BANDINI
D'AMICO
CURIEL



PETER PARKER WAS BITTEN BY A RADIOACTIVE SPIDER AND GAINED THE PROPORTIONAL SPEED, STRENGTH AND AGILITY OF AN ARACHNID, ADHESIVE FINGERTIPS AND TOES, AND THE UNIQUE PRECOGNITIVE AWARENESS OF DANGER CALLED "SPIDER-SENSE"! AFTER THE TRAGIC DEATH OF HIS UNCLE BEN, PETER UNDERSTOOD THAT WITH GREAT POWER THERE MUST ALSO COME GREAT RESPONSIBILITY AND BECAME THE WALL-CRAWLING, WISECRACKING SUPER HERO CALLED...SPIDER-MAN!

MARVEL

SPIDER-MAN

CITY AT WAR

Based on a story by Jon Paquette, Bryan Intihar, and the Insomniac Games Writing Team,
co-written by Christos Gage with additional story contributions by Dan Slott.

TWISTED BY HIS NEED FOR REVENGE AGAINST HIS FORMER BUSINESS PARTNER, NORMAN OSBORN, DOCTOR OTTO OCTAVIUS TRANSFORMED HIMSELF INTO THE METAL-ARMED DOCTOR OCTOPUS. AFTER RELEASING THE DEVIL'S BREATH VIRUS ON NEW YORK CITY AND CAUSING A MASSIVE OUTBREAK, DOCTOR OCTOPUS KIDNAPPED OSBORN. SPIDER-MAN WAS UNABLE TO PREVENT THE KIDNAPPING, NOR WAS HE ABLE TO RETRIEVE THE ANTI-SERUM FOR THE VIRUS, AND WAS SERIOUSLY WOUNDED IN THE ATTEMPT. MEANWHILE, SPIDER-MAN'S BELOVED AUNT MAY IS THE LATEST TO FALL ILL FROM THE DEADLY VIRUS...

WRITER

DENNIS "HOPELESS" HALLUM

INKS

MICHELE BANDINI PGS. 1-2, 8-13, 15, 19-20;

ELISABETTA D'AMICO PGS. 3-7, 14, 16-18

PENCILS

MICHELE BANDINI

COLOR ARTIST

DAVID
CURIEL

LETTERER

VC's TRAVIS LANHAM

COVER ARTIST

CLAYTON CRAIN

VARIANT COVER ARTISTS

DAVID NAHAYAMA (SINISTER SIX — DOCTOR OCTOPUS VARIANT); TIM TSANG

PRODUCTION
DESIGN

NICK RUSSELL

ASSISTANT
EDITOR

MARTIN BIRO

EDITOR

MARK BASSO

EDITOR
IN CHIEF

C.B. CEBULSHI

CHIEF CREATIVE
OFFICER

JOE QUESADA

PRESIDENT

DAN BUCKLEY

EXECUTIVE
PRODUCER

ALAN FINE

FOR INSOMNIAC GAMES & MARVEL GAMES

STUDIO ART DIRECTOR,
INSOMNIAC GAMES

JACINDA CHEW

LEAD WRITER,
INSOMNIAC GAMES

JON PAQUETTE

DIRECTOR OF GAME PRODUCTION,
MARVEL GAMES

ERIC MONACELLI

VP & CREATIVE DIRECTOR,
MARVEL GAMES

BILL ROSEMANN

SPIDER-MAN
CREATED BY
STAN LEE &
STEVE DITKO

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HELPING PEOPLE HAS
ALWAYS COME PRETTY
EASILY TO ME.

SPEND SOME
TIME IN THE ORBIT
OF MY AUNT MAY AND
YOU'LL UNDERSTAND
WHY.



GETTING HELP
THOUGH...LEARNING
ON OTHER PEOPLE
WHEN I'M IN OVER
MY HEAD...

...THAT'S
NEVER BEEN MY
STRONG SUIT.

AND RIGHT
HERE...RIGHT NOW...
RIGHT WHEN THIS CITY
NEEDS ME MOST.



IT'S
SPIDER-MAN
THAT NEEDS
SAVING.

IT'S SPIDER-MAN
THAT NEEDS...

...HELP...



OSCORP Industries.

TAKE A
LONG, HARD
LOOK AT
YOUR CITY,
NORMAN.

BROKEN
AND DISEASED.
A DARK SHADOW
OF WHAT IT
ONCE WAS.

THANKS
TO YOU AND
YOUR SINISTER
SIX. YOU CAN'T
HANG THAT ON
ME, OTTO.

MY
LEGACY IS SET IN
STONE. SAFE NO
MATTER WHAT
YOU DO.

YOUR LEGACY.
YOUR BUSINESS.
YOUR REIGN.

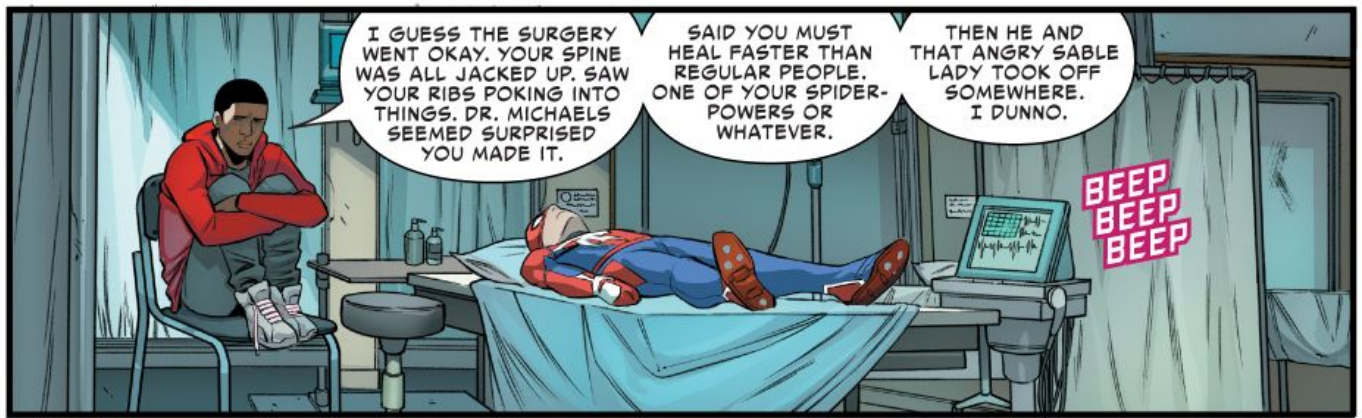
EVERYTHING
YOU HAVE IS BUILT
ON LIES!

LIES!

KA-CHNK

YOU STOLE
MY COMPANY.
MY IDEAS.

NOW THE
WORLD WILL
KNOW THE REAL
NORMAN
OSBORN.

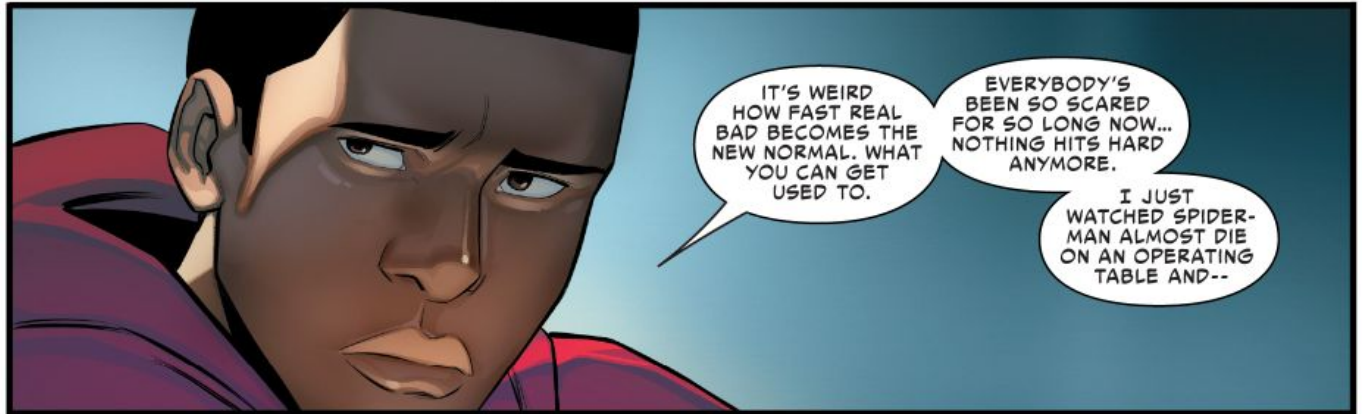


I GUESS THE SURGERY WENT OKAY. YOUR SPINE WAS ALL JACKED UP. SAW YOUR RIBS POKING INTO THINGS. DR. MICHAELS SEEMED SURPRISED YOU MADE IT.

SAID YOU MUST HEAL FASTER THAN REGULAR PEOPLE. ONE OF YOUR SPIDER-POWERS OR WHATEVER.

THEN HE AND THAT ANGRY SABLE LADY TOOK OFF SOMEWHERE. I DUNNO.

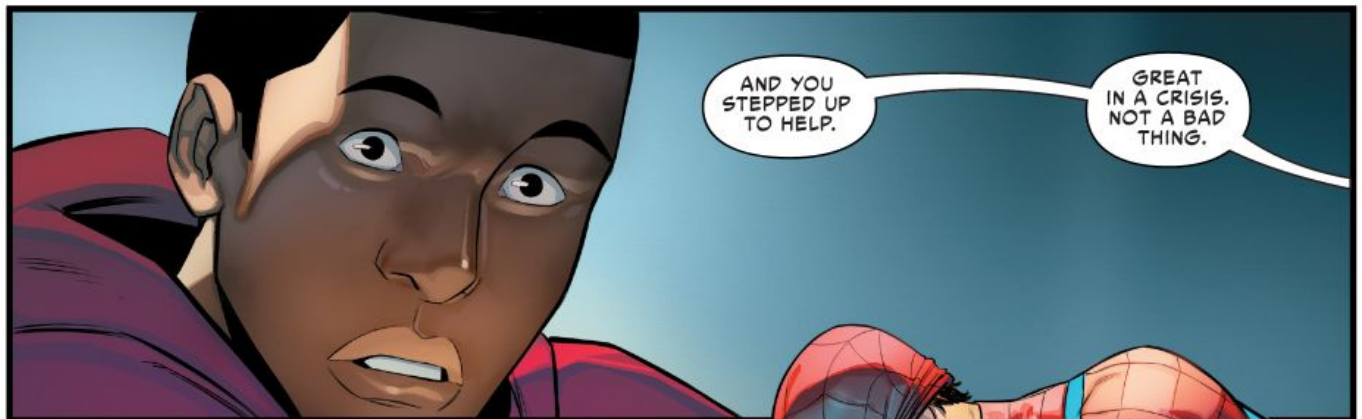
BEEP
BEEP
BEEP



IT'S WEIRD HOW FAST REAL BAD BECOMES THE NEW NORMAL. WHAT YOU CAN GET USED TO.

EVERYBODY'S BEEN SO SCARED FOR SO LONG NOW... NOTHING HITS HARD ANYMORE.

I JUST WATCHED SPIDER-MAN ALMOST DIE ON AN OPERATING TABLE AND--



AND YOU STEPPED UP TO HELP.

GREAT IN A CRISIS. NOT A BAD THING.



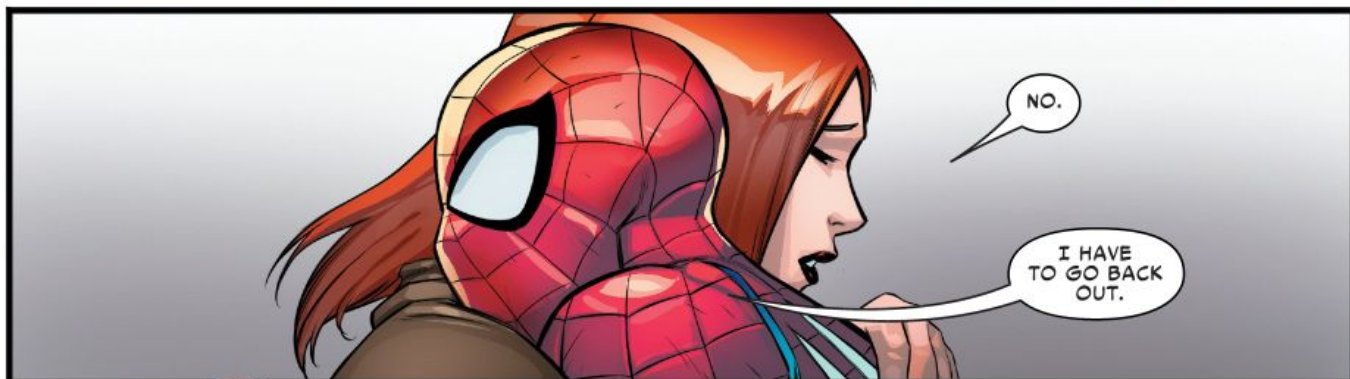
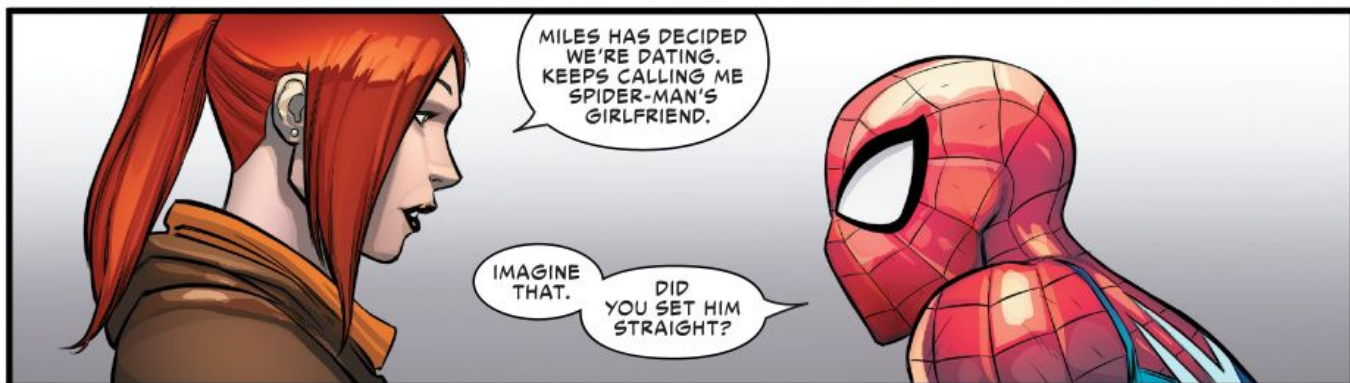
YOU'RE AWAKE!

NNNN...IN A MANNER OF SPEAKING.



I THOUGHT WE'D LOST YOU FOR A MINUTE THERE.

DEFINITELY WASN'T MY BEST MINUTE.







GO
GET 'EM,
TIGER.

NICELY
DONE.



YOU ALWAYS
DID KNOW HOW
TO PUSH HIS
BUTTONS.

MAY!



YOU...YOU
KNEW? SINCE
WHEN?

I'M DYING,
SWEETHEART,
NOT DEAD.

AND I'VE
NEVER BEEN
A FOOL.



I UNDERSTAND, MARY JANE.
I REALLY DO. YOU DESERVE
NORMAL.

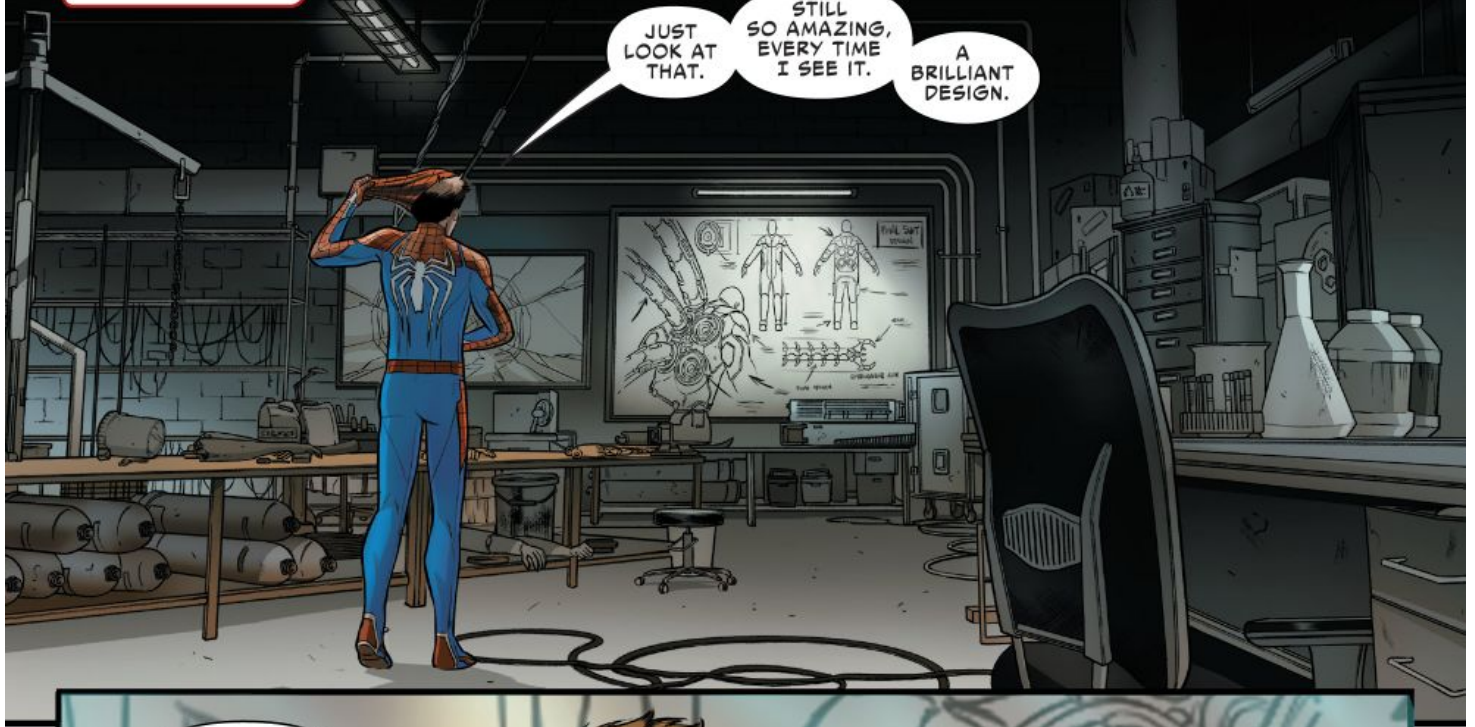
JUST HARD
NOT TO WANT WHAT'S
BEST FOR MY BOY.
SELFISHLY.

YOU MEAN...



HE'S
ALWAYS
BEEN BETTER
WITH YOU.

Octavius Labs.



JUST
LOOK AT
THAT.

STILL
SO AMAZING,
EVERY TIME
I SEE IT.

A
BRILLIANT
DESIGN.



YOU DID THE
IMPOSSIBLE,
DOC.

CREATED
SOMETHING
BRAND NEW.



EXTENDABLE ARM

FINAL DESIGN



AND NOW
I HAVE TO
DESTROY
IT...



...WITH
A LITTLE
CREATION
OF MY
OWN.



TELL THEM
THE TRUTH,
NORMAN!
FOR
ONCE IN YOUR
MISERABLE
LIFE!

THE TRUTH...
YOU WANT THE
TRUTH, OTTO?
OKAY.



THE TRUTH
IS YOU WERE ONLY
EVER WORTH A DAMN
WHEN YOU WORKED
FOR ME.

THE TRUTH
IS YOU COULD
NEVER ACCEPT THAT
I'M **BETTER**
THAN YOU!



YOU'RE
A FAILURE,
OTTO!

AND
YOU ALWAYS
WILL BE!



FAILURE?

FAILURE?!

I'LL
SHOW YOU
FAILURE!

No!!!



SPIDER-MAN?

SPIDER-MAN!

YES!

GO GET HIM!

HA!

MAKE HIM PAY!

YOU'VE WORKED YOUR WHOLE LIFE TO HELP PEOPLE, OTTO.

DON'T DO THIS.

GIVE ME THE ANTI-SERUM.

PLEASE.



YOU'RE
FIGHTING
THE WRONG
MAN.



OSBORN
IS THE
VILLAIN!



BUT
HAVE IT
YOUR
WAY!

STAN'S SOAPBOX

Okay, students! The subject of today's swingin' seminar will be "Where Do You Nuts Get Your Ideas?" That question is asked of Yours Truly at lectures, interviews, and bull sessions more often than any other. So, let's kick it around for Marvel-dom Assembled. The point is, ideas are no problem. Here in the Bullpen, we can't talk to each other for five minutes without coming up with a zillion new thoughts and angles. The big hangup is getting the time to develop the ideas... to polish them, and refine them until we feel they'll have maximum impact — until we know they'll be an integral part of the ubiquitous Marvel universe! Everyone has ideas — you, I, the gang in the mailroom — even our competitors, bless 'em. What really counts is what you DO with them. We believe that almost any idea can be worthwhile, if it's presented with integrity, taste, and imagination. For, an idea is like a guitar — it doesn't mean a thing unless you know how to use it! Excelsior.

Smiley



STAN LEE
FOREVER

artwork of Happy HOWARD PURCELL can be? Since he's taken over the Watcher yarn which rounds out our spellbinding SILVER SURFER mag, we wonder how we ever got along without him! Howie still teaches art in his spare time, so poor Smiley has to think twice before trying to make like an editor! And, by the way, no matter how you slice it, THE SILVER SURFER is probably the biggest smash hit in comic mag publishing since the still-supreme F.F. — just as you knew it would be!

THE MIGHTY MARVEL CHECKLIST

Marvel-ous Mags On Sale Right Now!

ASTIC FOUR #84: At last! The re-

CAPTAIN MARVEL
a new, even n
and the outer-
Prepare to be start

SHIELD #10: 'Tis
mas — and Nick F
with the dreaded
blockbuster!

DR. STRANGE #
mystic master t
Knight for a du
Tiboro!

SGT. FURY #6
one of the mo
out of World W
buffs!

CAPTAIN SAV
death of a
Howlers! The
epic!

MARVEL SU
two worlds
primeval jun
Ka-Zar

MARVEL TA
mightiest —
in a trio of

MILLIE TH
cuse it! V
it's one c
line!

SILVER
greatest
gleamin
dynamit

NOT B
— with
and m
of our

COLL
F.F.,
twee

RAW
ern
the



STOP IT!
WE DON'T
HAVE TIME FOR
THIS!

OSBORN
MUST PAY FOR HIS
CRIMES!

HE
WILL PAY!
OF COURSE
HE'LL PAY.

BUT
FIRST--

NO!

THIS TIME
I HAVE THE
LEVERAGE!

DOCTOR
OTTO OCTAVIUS
IS CALLING THE
SHOTS!

KREEEAAK

SUCH A
DISAPPOINTMENT...
PARKER.

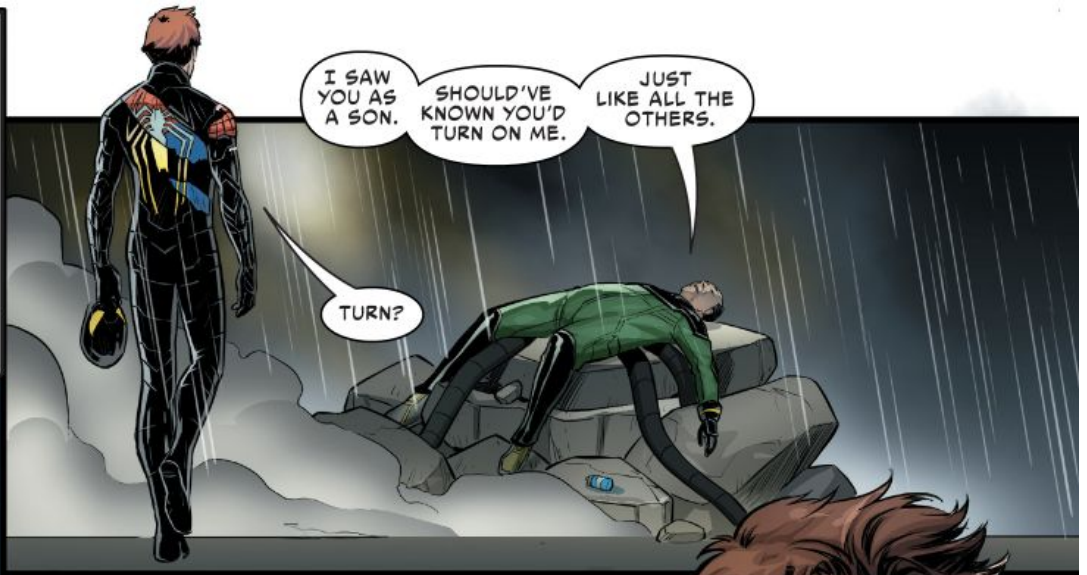
YOU...
KNEW?

I TRIED
TO WARN YOU,
PETER.

BUT YOU
WOULDN'T
LISTEN!







I SAW YOU AS A SON.

SHOULD'VE KNOWN YOU'D TURN ON ME.

JUST LIKE ALL THE OTHERS.

TURN?

TURN? I WORSHIPPED YOU! YOUR MIND, YOUR CONSCIENCE...

THE WAY YOU NEVER GAVE UP!

YOU WERE EVERYTHING I WANTED TO BE!

AND YOU JUST THREW IT AWAY.



YOU'RE...YOU'RE RIGHT...I SEE THAT NOW.

THE NEURAL INTERFACE CLOUDED MY JUDGMENT. BUT I CAN FIX IT. YOU CAN HELP ME FIX IT.

I'LL MAKE SURE YOU GET THE BEST HELP.



NO! IF THEY PUT ME AWAY, THEY'LL TAKE MY ARMS!

I'LL BE TRAPPED IN THIS USELESS BODY.



DON'T ABANDON ME, PETER. HELP ME!

HELP ME AND I'LL MAKE SURE YOUR SECRET IS KEPT SAFE.

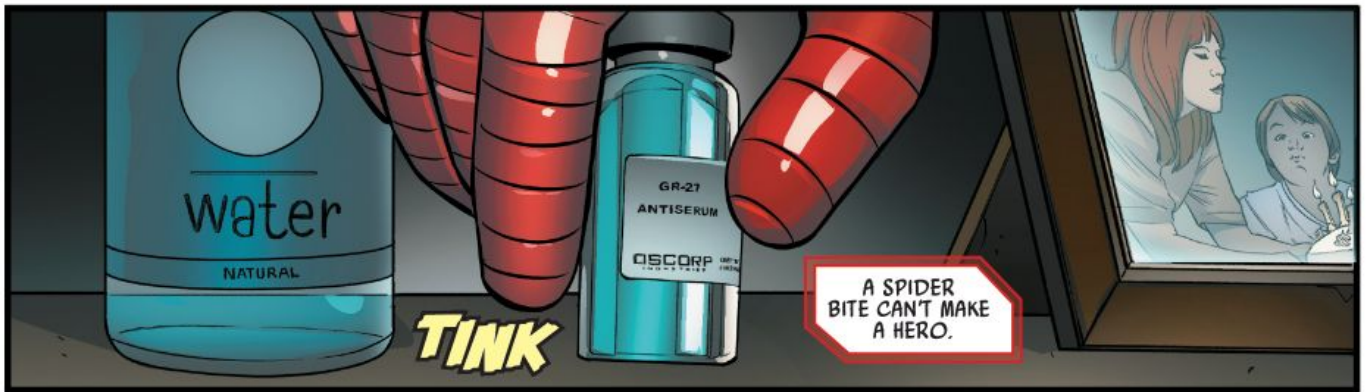
YOU DO WHAT YOU THINK IS BEST, DOC.



THAT'S ALL ANY OF US CAN DO...

PEEETTTEERRR!





Three Weeks Later.

OKAY, BOYS, WHERE DO YOU WANT THIS GEEK PILE?

JUST WHEREVER FOR NOW. I'M STILL FIGURING OUT THE FLOOR PLAN.

PFFT.

INTERIOR DESIGN COMES LATER.



IN OTHER WORDS, IT DOESN'T MATTER WHERE I PUT IT BECAUSE YOU'LL HAVE IT STREWN OUT ACROSS THE ENTIRE APARTMENT BY TOMORROW AFTERNOON.

PRETTY MUCH.



HAPPY MOVING DAY, BOYFRIEND.

I GOTTA GET BACK TO THE BUGLE. ROBBIE'S BEEN ON ME ABOUT EXTRA-LONG LUNCHES.

CALL ME AFTER?

COUNT ON IT.



HEY, SO, PETE, I KINDA GOTTA TALK TO YOU ABOUT SOMETHING I CAN'T TELL MY MOM.

WHAT'S UP?

WELL, UM, WEIRD THINGS HAVE BEEN GOING ON...LIKE PHYSICALLY.



OH...UH... YOU'RE AT THAT AGE WHERE YOUR BODY STARTS TO CHANGE...

...AND SO YOU MIGHT BE NOTICING SOME... AREAS...

WHOA. NO.

NOT THAT.



I THINK IT'S BETTER THAT I JUST, UM, SHOW YOU.

WHAT?





Just the beginning...

MARVEL

SPIDER-MAN

CITY AT WAR

And with that, CITY AT WAR, our first GAMERVERSE title, comes to a close. But fear not, True Believers! The next series, SPIDER-MAN: VELOCITY, begins in just ONE WEEK! Now that we're all caught up on the main story in this universe, whether you played the game, just read this comic, or both, it's time to head off into ALL-NEW territory, with a brand-new storyline furthering the adventures of your favorite heroes, villains, and supporting cast! But more on that in a bit...first let's check out a few more letters from you readers!

Hello Marvel,

I'm in love with the CITY AT WAR series! I just read issue #4 and really enjoyed it. I've played through *Marvel's Spider-Man* over four times and as soon as I saw this comic series, I knew I had to have them all! I love how each issue retells the amazing story (no pun intended) of *Marvel's Spider-Man* in stunning panels while also having story details that can't be found in the video game! It makes for a great comic whether you're new to this story or if you've experienced it several times like I have! And don't even get me started on how excited I am for the upcoming SPIDER-MAN: VELOCITY comic...

Thank you,
Will

Hang on, I said we'd get to the VELOCITY details soon, right?

Awesome!

I've been reading comics of all the versions of Spider-Man for years and just got into this great new series. Just finished #4 and love the cool Doc Ock suit!

Keep up the great work!

Makoto
BC, Canada

If you think that's cool...keep reading... :)

Hi Marvel comics writing team,

I'm an avid Spider-Man fan who has spent countless hours playing the PS4 video game and I love this iteration of the Spidey world so much that I latch on to any piece of extra information I can get to squeeze a little more out of the story or characters.

I love that Miles is getting more time to shine and the art style is phenomenal.

Yours spectacularly,
Lois Q.

Thanks for the kind words, Lois!

Awesome comic series!

Craving for more content! Please continue this great collaboration!

Greetings from Holland,
Robert

We are, Robert—I promise!

Hey guys!

Unfortunately I haven't been able to play the game, but I do know the story, and I've only read some of Spider-Man's comics, but when I figured out there was now a comic that would follow and expand on the game, I lost it. He's my favorite character, and, seeing how visually stunning and creative the game is, this comic brings a whole lot more. I set a reminder on my phone to let me know whenever the next issue comes out and always reread the other ones before. The art is so awesome, and I love everything you guys are doing with this!

Keep it up, and I can't wait for the next one!

Erika H.
Love from Michigan!

Thanks, Erika! Do you save the reminder as "SPIDER-SENSE" so it buzzes when the comic is near and it feels like you have spider-powers?!

This is a great story! Definitely one of the best Spider-Man stories out right now. I'd love to see a sequel story. One of my favorite parts of the game has to be all the different suits and I'd love to see them in action on the pages of a comic. Keep up the good work!

Michael Minkovsky

OK, let's get to those VELOCITY details—and, Michael, good news: we're going exactly where you'd hoped!

As any of you gamers out there will know, one of the fun facets of the *Marvel's Spider-Man* game is the variety of different spider-suits you can utilize. Some are mere cosmetic alterations, nods back to past comic book stories and the like, but others are brand-new and allow the player to harness different abilities. The armored Velocity suit allows Spider-Man to store up momentum and unleash them in high-speed bursts. It is now our distinct pleasure to detail the origins of Peter's new suit—and, believe me, it's like no other Spider-Man story you've ever read!

Writer Dennis "Hopeless" Hallum returns to pen the tale and Travis Lanham is back to letter it, with art by Emilio Laiso and colors by Rachelle Rosenberg! Here's a sneak peek at a couple of pages from the story:



Before you close this book, read on for some backstory on Aunt May (RIP), and then turn the page for a look at SKAN's cover to VELOCITY #1!

—Mark

MARVEL GAMERVERSE



AUNT MAY

Peter Parker's beloved Aunt May runs Martin Li's F.E.A.S.T. shelter in Marvel's New York. As a living reminder of Peter's original failure to use his powers responsibly, May acts as a motherly figure for Peter and helps him navigate his chaotic and complicated life.

▼ AUNT MAY CONCEPT ART ►



"It was really important that Aunt May felt vibrant and maternal. I originally designed her so she looked like the Aunt May in the early comics so she was much older and frail, but the design ultimately didn't align with the story. She runs a homeless shelter for Martin Li and is always busy helping others rather than taking care of herself. She has to feel like she would never slow down. I traded her white hair for red hair and added more color to her skin and clothing to reflect this."

—Jacinda Chew
Studio Art Director, Insomniac Games

NEXT WEEK:

MARVEL

SPIDER-MAN

VELOCITY

#1



LET US KNOW WHAT YOU THINK OF THE **CITY AT WAR** COMIC SERIES BY WRITING TO US AT GAMERVERSE@MARVEL.COM! BE SURE TO MARK IT "OKAY TO PRINT"!



ZONE